

[illegible]


```
1 0001 0 MODULE shodev (IDENT = 'V04-000'  
2 0002 0 ADDRESSING_MODE (EXTERNAL = GENERAL)) =  
3 0003 0  
4 0004 1 BEGIN  
5 0005 1  
6 0006 1  
7 0007 1 *****  
8 0008 1 *  
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26 0026 1 *  
27 0027 1 *  
28 0028 1 *****  
29 0029 1  
30 0030 1  
31 0031 1 ++  
32 0032 1  
33 0033 1 FACILITY: SHOW utility  
34 0034 1  
35 0035 1 ABSTRACT:  
36 0036 1 This module contains the main routines for the SHOW commands which  
37 0037 1 deal with devices, i.e. SHOW DEVICES, SHOW TERMINAL, SHOW MAGTAPE,  
38 0038 1 and SHOW PRINTER.  
39 0039 1  
40 0040 1 ENVIRONMENT:  
41 0041 1 VAX native, user mode.  
42 0042 1  
43 0043 1 AUTHOR: Gerry Smith CREATION DATE: 28-Jul-1982  
44 0044 1  
45 0045 1 MODIFIED BY:  
46 0046 1  
47 0047 1 V03-010 AEW0002 Anne E. Warner 10-Jul-1984  
48 0048 1 Add the call to SHOW$MSCP for when the qualifier  
49 0049 1 /SERVED is issued. This is the request for the  
50 0050 1 display of MSCP served devices which is separate from  
51 0051 1 the rest of the SHOW DEVICE code so all this code  
52 0052 1 does is call the MSCP code when the qualifier is present  
53 0053 1  
54 0054 1 V03-009 CWH3009 CW Hobbs 12-Apr-1984  
55 0055 1 Add another check for NOSUCHDEV, and add an extra  
56 0056 1 blank line for full displays.  
57 0057 1
```

SHODEV
V04-000

M 5
16-Sep-1984 01:32:33 VAX-11 Bliss-32 V4.0-742
14-Sep-1984 12:09:25 [CLIUTL.SRC]SHODEV.B32;1

Page 2
(1)

: 58 0058 1 :
: 59 0059 1 :
: 60 0060 1 :
: 61 0061 1 :
: 62 0062 1 :
: 63 0063 1 :
: 64 0064 1 :
: 65 0065 1 :
: 66 0066 1 :
: 67 0067 1 :
: 68 0068 1 :
: 69 0069 1 :
: 70 0070 1 :
: 71 0071 1 :
: 72 0072 1 :
: 73 0073 1 :
: 74 0074 1 :
: 75 0075 1 :
: 76 0076 1 :
: 77 0077 1 :
: 78 0078 1 :
: 79 0079 1 :
: 80 0080 1 :
: 81 0081 1 :
: 82 0082 1 :
: 83 0083 1 :
: 84 0084 1 :
: 85 0085 1 :
: 86 0086 1 :
: 87 0087 1 :
: 88 0088 1 :
: 89 0089 1 :
: 90 0090 1 :--

V03-008 CWH3008 CW Hobbs 3-Mar-1984
Add two routines to sort the device scratch blocks into
a list sorted by device name. Change the display loops
to follow the list.

V03-007 AEW0001 Anne E. Warner 7-Mar-1984
Fix SHOW DEVICE/WINDOWS so that it automatically sets
the /FILES flag and gets to SHOW\$FILES module for processing.

V03-006 CWH3006 CW Hobbs 28-Feb-1984
Increase virtual buffer so that approximately 1200 devices
can be displayed. Change device name parsing logic so that
allocation class names (e.g. \$255\$DUA) are accepted. Some
other minor cleanups related to dual-path support.

V03-005 GAS0181 Gerry Smith 19-Sep-1983
Make it possible for JCP to call the routines necessary
to display journals just as SHOW does.

V03-004 GAS0114 Gerry Smith 1-Apr-1983
Change the display for long device names, so that no
special logic is required at this point.

V03-003 GAS0110 Gerry Smith 28-Feb-1983
Add support for cluster devices.

V03-002 GAS0107 Gerry Smith 11-Feb-1983
Add support for journals.

V03-001 GAS00104 Gerry Smith 17-Jan-1983
Always initialize the device descriptor and unit number.


```
.. 92      0091 1
.. 93      0092 1
.. 94      0093 1  Include files
.. 95      0094 1
.. 96      0095 1
.. 97      0096 1  LIBRARY 'SYSSLIBRARY:LIB';      ! VAX/VMS system definitions
.. 98      0097 1  REQUIRE 'SRC$:SHOWDEF';      ! SHOW common definitions
.. 99      0196 1  REQUIRE 'SRC$:SHODEVDEF';      ! SHOW DEVICES common definitions
100      0487 1
101      0488 1
102      0489 1
103      0490 1  Macro to set up two associated tables. The first table is a list of
104      0491 1  device types. The second table is a corresponding list of addresses
105      0492 1  of device-specific display routines.
106      0493 1
107      0494 1  If a new device type is to be added, all that is required in this
108      0495 1  macro is to add one line of code, the device type and the corresponding
109      0496 1  display routine name. You must also write the display routine.
110      0497 1
111      0498 1  MACRO
112      0499 1
113      0500 1      device_type [devtype, disprout] = devtype%,
114      0501 1
115      0502 1      display_routine [devtype, disprout] = %NAME(disprout)%,
116      0503 1
117      M 0504 1      make_table (name) =
118      M 0505 1          [LITERAL device_table_length = (%LENGTH - 1)/2;
119      M 0506 1          EXTERNAL ROUTINE display_routine(%REMAINING);
120      M 0507 1          OWN
121      M 0508 1              device_table : VECTOR[device_table_length,BYTE]
122      M 0509 1              INITIAL (BYTE (device_type(%REMAINING))),
123      M 0510 1
124      M 0511 1              routine_table : VECTOR[device_table_length]
125      0512 1              INITIAL (display_routine(%REMAINING));%;
126      0513 1
```

```
: 128      0514 1 |
: 129      0515 1 | Set up a table of all device types which have a specific display routine,
: 130      0516 1 | and another table pointing to the address of the display routine each.
: 131      0517 1 |
: 132      P 0518 1 make_table (dummy,
: 133      P 0519 1      dc$_disk,      display_disk,
: 134      P 0520 1      dc$_tape,      display_magtape,
: 135      P 0521 1      dc$_term,      display_terminal,
: 136      P 0522 1      dc$_journal,    display_journal,
: 137      0523 1      dc$_lp,          display_printer);
```



```
139 0524 1 !
140 0525 1 ! Table of contents
141 0526 1 !
142 0527 1 FORWARD ROUTINE
143 0528 1     show$devices : NOVALUE,
144 0529 1     show$printer : NOVALUE,
145 0530 1     show$magtape : NOVALUE,
146 0531 1     show_device : NOVALUE,
147 0532 1     sort_devices : NOVALUE,
148 0533 1     insert_device : NOVALUE,
149 0534 1     parse_device;
150 0535 1
151 0536 1 EXTERNAL ROUTINE
152 0537 1     cli$get_value,
153 0538 1     cli$present,
154 0539 1     lib$get_vm,
155 0540 1     ots$cv_t_t_l,
156 0541 1     io_scan,
157 0542 1     show$files,
158 0543 1     show$mscp,
159 0544 1     display_brief : NOVALUE,
160 0545 1     display_general : NOVALUE,
161 0546 1     show$write_line : NOVALUE;
162 0547 1
163 0548 1 EXTERNAL LITERAL cli$_negated;
164 0549 1
165 0550 1 EXTERNAL
166 0551 1     kernel_accvio : VECTOR [4, LONG];
```

```
168 0552 1 GLOBAL ROUTINE show$devices : NOVALUE =
169 0553 2 BEGIN
170 0554 3
171 0555 4 ---
172 0556 5
173 0557 6 This is the main routine for SHOW DEVICES. It collects the specific
174 0558 7 qualifiers and then goes to the common SHOW_DEVICE subroutine.
175 0559 8
176 0560 9 ---
177 0561 10
178 0562 11 LOCAL
179 0563 12     status,                      ! General status return
180 0564 13     flags : $BBLOCK[4] INITIAL(0);      ! Options longword
181 0565 14
182 0566 15 IF (flags[devi$V_served] = cli$present(%ASCID 'SERVED'))
183 0567 16 THEN                                     ! If SHOW DEVICE/SERVED requested
184 0568 17     BEGIN                                     ! execute the routine to display
185 0569 18     show$mscp();                             ! information about MSCP-Served
186 0570 19     RETURN;                                     ! devices since it is totally different
187 0571 20     END;                                         ! from the rest of the SHOW DEVICE code
188 0572 21
189 0573 22 ! Collect the qualifiers.
190 0574 23
191 0575 24 flags[devi$V_allocated] = cli$present(%ASCID 'ALLOCATED');
192 0576 25 flags[devi$V_full] = cli$present(%ASCID 'FULL');
193 0577 26 flags[devi$V_mounted] = cli$present(%ASCID 'MOUNTED');
194 0578 27
195 0579 28 flags[devi$V_files] = cli$present(%ASCID 'FILES');
196 0580 29 IF (flags[devi$V_windows] = cli$present(%ASCID 'WINDOWS'))
197 0581 30 THEN
198 0582 31     flags[devi$V_files] = 1;
199 0583 32
200 0584 33 IF .flags[devi$V_files]
201 0585 34 THEN
202 0586 35     BEGIN
203 0587 36     flags[devi$V_system] = (status = cli$present(%ASCID 'SYSTEM'));
204 0588 37     flags[devi$V_user] = (.status EQL cli$negated);
205 0589 38     IF NOT (.flags[devi$V_system] OR ! If neither /SYSTEM or
206 0590 39     .flags[devi$V_user])           ! /NOSYSTEM, get both
207 0591 40     THEN flags[devi$V_system] = flags[devi$V_user] = 1;
208 0592 41     END;
209 0593 42
210 0594 43
211 0595 44 show_device(flags);                      ! Go actually do the work.
212 0596 45
213 0597 46 RETURN;
214 0598 47 END;
```

```
.TITLE SHODEV
.IDENT \V04-000\
.PSECT $PLITS,NOWRT,NOEXE,2
.ASCII \SERVED\<0><0>
.LONG 17694726
.ADDRESS P.AAB
```

```
00 00 44 45 56 52 45 53 00000 P.AAB:
010E0006 00008 P.AAA:
00000000' 0000C
```

```
...
```



```
00 00 00 44 45 54 41 43 4F 4C 4C 41 00010 P.AAD: .ASCII \ALLOCATED\<0><0><0>
                                010E0009 0001C P.AAC: .LONG 17694729
                                00000000 00020 P.AAD: .ADDRESS P.AAD
                                4C 4C 55 46 00024 P.AAF: .ASCII \FULL\
                                010E0004 00028 P.AAE: .LONG 17694724
                                00000000 0002C P.AAF: .ADDRESS P.AAF
00 44 45 54 4E 55 4F 4D 00030 P.AAH: .ASCII \MOUNTED\<0>
                                010E0007 00038 P.AAG: .LONG 17694727
                                00000000 0003C P.AAH: .ADDRESS P.AAH
00 00 00 53 45 4C 49 46 00040 P.AAJ: .ASCII \FILES\<0><0><0>
                                010E0005 00048 P.AAI: .LONG 17694725
                                00000000 0004C P.AAJ: .ADDRESS P.AAJ
00 53 57 4F 44 4E 49 57 00050 P.AAL: .ASCII \WINDOWS\<0>
                                010E0007 00058 P.AAK: .LONG 17694727
                                00000000 0005C P.AAL: .ADDRESS P.AAL
00 00 4D 45 54 53 59 53 00060 P.AAN: .ASCII \SYSTEM\<0><0>
                                010E0006 00068 P.AAM: .LONG 17694726
                                00000000 0006C P.AAM: .ADDRESS P.AAN
```

.PSECT \$OWNS,NOEXE,2

```
43 A1 42 02 01 00000 DEVICE_TABLE:
                                .BYTE 1, 2, 66, -95, 67
                                00005 .BLKB 3
00000000G 00000000G 00000000G 00000000G 00000000G 00008 ROUTINE_TABLE:
                                .ADDRESS DISPLAY_DISK, DISPLAY_MAGTAPE, -
                                DISPLAY_TERMINAL, DISPLAY_JOURNAL, -
                                DISPLAY_PRINTER
```

```
.EXTRN DISPLAY_DISK, DISPLAY_MAGTAPE
.EXTRN DISPLAY_TERMINAL
.EXTRN DISPLAY_JOURNAL
.EXTRN DISPLAY_PRINTER
.EXTRN CLISGET_VALUE, CLISPRESENT
.EXTRN LIB$GET_VM, OTSS$CVT_TI_L
.EXTRN IO_SCAN, SHOW$FILES
.EXTRN SHOW$MSCP, DISPLAY_BRIEF
.EXTRN DISPLAY_GENERAL
.EXTRN SHOW$WRITE_LINE
.EXTRN CLIS_NEGATED, KERNEL_ACCVIO
```

.PSECT \$CODE\$,NOWRT,2

```
                                000C 00000
53 0000' CF 9E 00002
52 00000000G 00 9E 00007
                                7E D4 0000E
53 DD 00010
01 FB 00012
01 AE 01 06 50 FO 00015
08 50 E9 0001B
00000000G 00 00 FB 0001E
                                04 00025
14 A3 9F 00026 1$:
01 FB 00029
6E 01 00 50 FO 0002C
20 A3 9F 00031

.ENTRY SHOW$DEVICES, Save R2,R3
MOVAB P.AAA, R3
MOVAB CLISPRESENT, R2
CLRL FLAGS
PUSHL R3
CALLS #1, CLISPRESENT
INSV R0, #6, #1, FLAGS+1
BLBC R0, 1$
CALLS #0, SHOW$MSCP
RET
PUSHAB P.AAC
CALLS #1, CLISPRESENT
INSV R0, #0, #1, FLAGS
PUSHAB P.AAE
```

```
: 0552
:
: 0553
: 0566
:
: 0569
: 0568
: 0575
:
: 0576
```

6E	01	62	01	01	FB	00034	CALLS	#1, CLISPRESNT	:	
		01		50	FO	00037	INSV	R0, #1, #1, FLAGS	:	
			30	A3	9F	0003C	PUSHAB	P.AAG	:	0577
6E	01	62		01	FB	0003F	CALLS	#1, CLISPRESNT	:	
		02		50	FO	00042	INSV	R0, #2, #1, FLAGS	:	
			40	A3	9F	00047	PUSHAB	P.AAI	:	0579
6E	01	62		01	FB	0004A	CALLS	#1, CLISPRESNT	:	
		03		50	FO	0004D	INSV	R0, #3, #1, FLAGS	:	
			50	A3	9F	00052	PUSHAB	P.AAK	:	0580
6E	01	62		01	FB	00055	CALLS	#1, CLISPRESNT	:	
		06		50	FO	00058	INSV	R0, #6, #1, FLAGS	:	
		03		50	E9	0005D	BLBC	R0, 2\$:	
	28	6E		08	88	00060	BISB2	#8, FLAGS	:	0582
		6E		03	E1	00063	BBC	#3, FLAGS, 4\$:	0584
			60	A3	9F	00067	PUSHAB	P.AAM	:	0587
6E	01	62		01	FB	0006A	CALLS	#1, CLISPRESNT	:	
		04		50	FO	0006D	INSV	STATUS, #4, #1, FLAGS	:	
				51	D4	00072	CLRL	R1	:	0588
		00000000G	8F	50	D1	00074	CMPL	STATUS, #CLIS_NEGATED	:	
				02	12	0007B	BNEQ	3\$:	
6E	01	05		51	D6	0007D	INCL	R1	:	
	07	6E		51	FO	0007F	INSV	R1, #5, #1, FLAGS	:	0589
	03	6E		04	E0	00084	BBS	#4, FLAGS, 4\$:	0590
		6E		05	E0	00088	BBS	#5, FLAGS, 4\$:	0591
		6E		30	88	0008C	BISB2	#48, FLAGS	:	0595
				5E	DD	0008F	PUSHL	SP	:	
		0000V	CF	01	FB	00091	CALLS	#1, SHOW_DEVICE	:	0598
				04	00	00096	RET		:	

; Routine Size: 151 bytes, Routine Base: \$CODE\$ + 0000


```
: 216 0599 1 GLOBAL ROUTINE show$printer : NOVALUE =  
: 217 0600 BEGIN  
: 218 0601  
: 219 0602 :---  
: 220 0603  
: 221 0604 This is the dummy routine that gets dispatched to by the SHOW dispatcher.  
: 222 0605 It sets the /FULL and /PRINTER bits in FLAGS and calls SHOW_DEVICE.  
: 223 0606  
: 224 0607 :---  
: 225 0608  
: 226 0609 LOCAL flags : $BBLOCK[4] INITIAL(0);  
: 227 0610  
: 228 0611 flags[devi$v_full] = flags[devi$v_printer] = true;  
: 229 0612 show_device(flags);  
: 230 0613  
: 231 0614 RETURN;  
: 232 0615 1 END;
```

			0000	00000	.ENTRY	SHOW\$PRINTER, Save nothing	: 0599
			7E	D4 00002	CLRL	FLAGS	: 0600
	6E	0102	8F	A8 00004	BISW2	#258, FLAGS+1	: 0611
			5E	DD 00009	PUSHL	SP	: 0612
0000V	CF		01	FB 0000B	CALLS	#1, SHOW_DEVICE	: 0613
			04	00010	RET		: 0615

; Routine Size: 17 bytes, Routine Base: \$CODE\$ + 0097

```

: 234      0616 1 GLOBAL ROUTINE show$magtape : NOVALUE =
: 235      0617 2 BEGIN
: 236      0618 2
: 237      0619 2 ---
: 238      0620 2
: 239      0621 2 This is the dummy routine that gets dispatched to by the SHOW dispatcher.
: 240      0622 2 It sets the /TAPE and /FULL bits in FLAGS and calls SHOW_DEVICE.
: 241      0623 2
: 242      0624 2 ---
: 243      0625 2
: 244      0626 2 LOCAL flags : $BBLOCK[4] INITIAL(0);
: 245      0627 2
: 246      0628 2 flags[devi$u_full] = flags[devi$u_tape] = true;
: 247      0629 2 show_device(flags);
: 248      0630 2
: 249      0631 2 RETURN;
: 250      0632 1 END;
```

			0000 00000	.ENTRY	SHOW\$MAGTAPE, Save nothing	: 0616
			7E D4 00002	CLRL	FLAGS	: 0617
	6E	0402	8F A8 00004	BISW2	#1026, FLAGS+1	: 0628
			5E DD 00009	PUSHL	SP	: 0629
0000V	CF		01 FB 0000B	CALLS	#1, SHOW_DEVICE	: 0632
			04 00010	RET		

: Routine Size: 17 bytes, Routine Base: \$CODE\$ + 00A8


```
0633 1 GLOBAL ROUTINE show_device (flags, journal) : NOVALUE =
0634 BEGIN
0635
0636 ---
0637
0638 This is the common routine that all the other routines feed into. It
0639 obtains a device name, if any is specified. The device name is parsed,
0640 virtual memory is then expanded, and appropriate routines are called in
0641 kernel mode to collect the data. Upon return from the kernel mode routines,
0642 the common output routine is called.
0643
0644 Inputs:
0645     flags - address of control flags.
0646     journal - optional, used only by JCP to pass the name of the
0647              journal.
0648
0649 ---
0650
0651 BUILTIN
0652     actualcount;
0653
0654 MAP flags : REF $BBLOCK;
0655
0656 LOCAL
0657     status,                                ! General status return
0658     unit : VOLATILE,                       ! Unit number of parsed device
0659     node : VECTOR[sb$$.nodename+1,BYTE],   ! Node string
0660     device : VECTOR[log$$.namlength+1,BYTE], ! Device string
0661     device_desc : $BBLOCK[dsc$$.s_bln],     ! Device descriptor
0662     data : REF VECTOR,                     ! Address of scratch area
0663     arglst : VECTOR[7];                   ! Argument list for $CMKRN
0664
0665
0666 Initialize the ASCII strings, the unit number, and the device descriptor
0667
0668 node[0] = device[0] = 0;                   ! Nothing in strings yet
0669 unit = -1;                                ! No unit number yet
0670 $init_dyndesc(device_desc);                ! Set up the device descriptor
0671
0672
0673 If from JCP, set up the device descriptor.
0674
0675 IF actualcount() EQL 2
0676 THEN
0677 BEGIN
0678     MAP journal : REF $BBLOCK;
0679     device_desc[dsc$$.length] = .journal[dsc$$.length];
0680     device_desc[dsc$$.a_pointer] = .journal[dsc$$.a_pointer];
0681 END
0682
0683
0684 Otherwise, just a normal path.
0685
0686 ELSE
0687 BEGIN
0688
0689
```

```
309 0690 3 ! If no device name is specified, then certain defaults may take effect.
310 0691 3 SHOW TERMINAL uses SYSS$COMMAND, and SHOW DEV/FILES uses SYSS$DISK.
311 0692 3
312 0693 3 IF NOT cli$get_value(%ASCII 'DEVICE', device_desc)
313 0694 3 THEN
314 0695 3 BEGIN
315 0696 3 IF .flags[devi$v_term] ! If SHOW TERMINAL and none
316 0697 3 THEN ! specified, use SYSS$COMMAND
317 0698 3 BEGIN
318 0699 3 device_desc[dsc$w_length] = %CHARCOUNT ('SYSS$COMMAND');
319 0700 3 device_desc[dsc$a_pointer] = UPLIT BYTE ('SYSS$COMMAND');
320 0701 3 END
321 0702 3 ELSE IF .flags[devi$v_files] ! If SHOW DEV/FILES and no disk
322 0703 3 THEN ! then use SYSS$DISK
323 0704 3 BEGIN
324 0705 3 device_desc[dsc$w_length] = %CHARCOUNT ('SYSS$DISK');
325 0706 3 device_desc[dsc$a_pointer] = UPLIT BYTE ('SYSS$DISK');
326 0707 3 END;
327 0708 3 END;
328 0709 3 END;
329 0710 3
330 0711 3
331 0712 3 ! If SHOW DEVICE/FILES was specified, make a major detour, and simply call
332 0713 3 the SHOWFILES module. SHOW FILES is just too different from the way that
333 0714 3 the rest of SHOW DEVICES works to try to thread it in.
334 0715 3
335 0716 3 IF .flags[devi$v_files]
336 0717 3 THEN
337 0718 3 BEGIN
338 0719 3 status = show$files(device_desc, .flags);
339 0720 3 IF NOT .status
340 0721 3 THEN SIGNAL(.STATUS);
341 0722 3 RETURN;
342 0723 3 END;
343 0724 3
344 0725 3
345 0726 3 ! If, after all this rigamarole, there is actually a device name to parse,
346 0727 3 then go ahead and do it.
347 0728 3
348 0729 3 IF .device_desc[dsc$w_length] NEQ 0
349 0730 3 THEN
350 0731 3 BEGIN
351 0732 3 IF NOT (status = parse_device(device_desc, ! Pass device as input
352 0733 3 node, ! Get node part
353 0734 3 device, ! Get DDB part
354 0735 3 unit, ! Get unit number
355 0736 3 .flags)) ! possibly set flag bits
356 0737 3 THEN (SIGNAL(.status); RETURN); ! Go away if error.
357 0738 3 END;
358 0739 3
359 0740 3
360 0741 3 ! Grab a large chunk of space, to put the information about the device(s).
361 0742 3
362 0743 3 IF NOT (status = lib$get_vm(%REF(512*512), data))
363 0744 3 THEN (SIGNAL(.status); RETURN);
364 0745 3
365 0746 3 data[0] = 512*512; ! Store the size of the segment
```



```
366 0747 2
367 0748 2
368 0749 2 Now get information on the device(s) requested.
369 0750 2
370 0751 2 arglst[0] = 5;
371 0752 2 arglst[1] = node;
372 0753 2 arglst[2] = device;
373 0754 2 arglst[3] = .unit;
374 0755 2 arglst[4] = .flags;
375 0756 2 arglst[5] = .data;
376 P 0757 2 status = $CMKRN(LROUTIN = io_scan,
377 0758 2 ARGST = arglst);
378 0759 2 IF NOT .status
379 0760 2 THEN
380 0761 2 BEGIN
381 0762 2 IF .status EQL ss$_accvio
382 0763 2 THEN SIGNAL(.status, .kernel_accvio[0], .kernel_accvio[1], .kernel_accvio[2], .kernel_accvio[3], 0)
383 0764 2 ELSE SIGNAL(.status);
384 0765 2 RETURN;
385 0766 2 END;
386 0767 2
387 0768 2
388 0769 2 Sort the devices so that the displays are cleaner
389 0770 2
390 0771 2 sort_devices(data[0]);
391 0772 2
392 0773 2
393 0774 2 Print the information. The method that is used is very dumb, but it works.
394 0775 2 The scratch area is scanned repeatedly, once for each device class. If a
395 0776 2 particular device gets printed, its D_V_DISPLAYED bit is set.
396 0777 2
397 0778 2 Then, all the devices that didn't get printed in the device-specific scan
398 0779 2 get printed in a general format.
399 0780 2
400 0781 2 BEGIN
401 0782 2 LOCAL
402 0783 2 scratch : REF $BBLOCK;
403 0784 2
404 0785 2 flags[devi$displayed] = 0; ! Assume that no devices will be found
405 0786 2
406 0787 2 Go thru each device type.
407 0788 2
408 0789 2 INCR index FROM 0 TO device_table_length - 1 DO
409 0790 2 BEGIN
410 0791 2 flags[devi$header] = 1; ! Print a header the first time
411 0792 2 scratch = .data[0]; ! Point to head of device list
412 0793 2 WHILE .scratch NEQ 0 DO ! Go thru all the devices
413 0794 2 BEGIN ! a device class at a time
414 0795 2 IF .scratch[d_b_devclass] EQLU .device_table[index]
415 0796 2 THEN
416 0797 2 BEGIN
417 0798 2 IF (.flags[devi$full]) ! IF /FULL, do dev-specific output
418 0799 2 THEN (.routine_table[index])(.scratch, .flags)
419 0800 2 ELSE display_brief (.scratch, .flags); ! Otherwise use the general output routine.
420 0801 2 scratch[d_v_displayed] = 1; ! So we don't re-print this device.
421 0802 2 END;
422 0803 2 scratch = .scratch[d_l_ucb]; ! Get to next device.
```

```
423 0804 4 END;
424 0805 4 END;
425 0806 4
426 0807 4
427 0808 4 Now to print the general-device stuff.
428 0809 4
429 0810 4 flags[devi$y_header] = true; ! Get a heading
430 0811 4 scratch = .data[0]; ! Back to the head of the list
431 0812 4 WHILE .scratch NEQ 0 DO
432 0813 4 BEGIN
433 0814 4 IF NOT .scratch[d_v_displayed]
434 0815 4 THEN
435 0816 4 BEGIN
436 0817 4 IF (.flags[devi$y_full]) ! IF /FULL, do dev-specific output
437 0818 4 THEN display_general(.scratch, .flags)
438 0819 4 ELSE display_brief(.scratch, .flags); ! Otherwise use the general output routine.
439 0820 4 scratch[d_v_displayed] = 1; ! So we don't re-print this device.
440 0821 4 END;
441 0822 4 scratch = .scratch[d_l_ucb]; ! Get to next device.
442 0823 4 END;
443 0824 4 END;
444 0825 4
445 0826 4
446 0827 4 If nobody managed to set the displayed bit, then we saw no devices
447 0828 4
448 0829 4 IF NOT .flags[devi$y_displayed]
449 0830 4 THEN
450 0831 4 SIGNAL(SS$NOSUCHDEV)
451 0832 4
452 0833 4 ELSE IF .flags[devi$y_full]
453 0834 4 THEN
454 0835 4 show$write_line(%ASCII ' ', flags);
455 0836 4
456 0837 2 RETURN;
457 0838 1 END;
```

```
00 00 45 43 49 56 45 44 00070 P.AAP: .ASCII \DEVICE\<0><0>
010E0006 00078 P.AAO: .LONG 17694726
00000000 0007C .ADDRESS P.AAP
44 4E 41 4D 4D 4F 43 24 53 59 53 00080 P.AAQ: .ASCII \SYSS$COMMAND\
4B 53 49 44 24 53 59 53 0008B P.AAR: .ASCII \SYSS$DISK\
00093 .BLKB 1
00094 P.AAT: .BLKB 0
010E0000 00094 P.AAS: .LONG 17694720
00000000 00098 .ADDRESS P.AAT
```

.EXTRN SYSS\$CMKRN

.PSECT \$CODE\$,NOWRT,2

```
00FC 00000
57 00000000G 00 9E 00002
56 00000000G 00 9E 00009
```

```
.ENTRY SHOW_DEVICE, Save R2,R3,R4,R5,R6,R7
MOVAB DISPLAY BRIEF, R7
MOVAB LIB$SIGNAL, R6
```

: 0633
:
:

	5E	FF78	CE	9E	00010	MOVAB	-136(SP), SP		
		2C	AE	94	00015	CLRB	DEVICE	0668	
		70	AE	94	00018	CLRB	NODE		
FC	AD		01	CE	0001B	MNEGL	#1, UNIT	0669	
24	AE	020E0000	8F	D0	0001F	MOVL	#34471936, DEVICE_DESC	0670	
		28	AE	D4	00027	CLRL	DEVICE_DESC+4		
	02		6C	91	0002A	CMPB	(AP), #2	0675	
			0F	12	0002D	BNEQ	1\$		
	50	08	AC	D0	0002F	MOVL	JOURNAL, R0	0679	
24	AE		60	B0	00033	MOVW	(R0), DEVICE_DESC		
28	AE	04	A0	D0	00037	MOVL	4(R0), DEVICE_DESC+4	0680	
			34	11	0003C	BRB	3\$	0675	
		24	AE	9F	0003E	PUSHAB	DEVICE_DESC	0693	
		0000	CF	9F	00041	PUSHAB	P.AAQ		
00000000G	00		02	FB	00045	CALLS	#2, CLISGET_VALUE		
	23		50	E8	0004C	BLBS	R0, 3\$		
	50	04	AC	D0	0004F	MOVL	FLAGS, R0	0696	
0C	01		01	E1	00053	BBC	#1, 1(R0), 2\$		
	24		0B	B0	00058	MOVW	#11, DEVICE_DESC	0699	
	28		CF	9E	0005C	MOVAB	P.AAQ, DEVICE_DESC+4	0700	
		0000	0E	11	00062	BRB	3\$	0696	
0A	60		03	E1	00064	BBC	#3, (R0), 3\$	0702	
	24		08	B0	00068	MOVW	#8, DEVICE_DESC	0705	
	28		CF	9E	0006C	MOVAB	P.AAR, DEVICE_DESC+4	0706	
	54	04	AC	D0	00072	MOVL	FLAGS, R4	0716	
13	64		03	E1	00076	BBC	#3, (R4), 4\$		
		28	54	DD	0007A	PUSHL	R4	0719	
			AE	9F	0007C	PUSHAB	DEVICE_DESC		
00000000G	00		02	FB	0007F	CALLS	#2, SHOWFILES		
	52		50	D0	00086	MOVL	R0, STATUS		
	37		52	E9	00089	BLBC	STATUS, 6\$	0720	
				04	0008C	RET		0721	
		24	AE	B5	0008D	TSTW	DEVICE_DESC	0729	
			19	13	00090	BEQL	5\$		
			54	DD	00092	PUSHL	R4	0736	
		FC	AD	9F	00094	PUSHAB	UNIT	0732	
		34	AE	9F	00097	PUSHAB	DEVICE		
		7C	AE	9F	0009A	PUSHAB	NODE		
		34	AE	9F	0009D	PUSHAB	DEVICE_DESC		
0000V	CF		05	FB	000A0	CALLS	#5, PARSE_DEVICE		
	52		50	D0	000A5	MOVL	R0, STATUS		
	6E		52	E9	000A8	BLBC	STATUS, 7\$		
		04	AE	9F	000AB	PUSHAB	DATA	0743	
04	AE	00040000	8F	D0	000AE	MOVL	#262144, 4(SP)		
		04	AE	9F	000B6	PUSHAB	4(SP)		
00000000G	00		02	FB	000B9	CALLS	#2, LIB\$GET_VM		
	52		50	D0	000C0	MOVL	R0, STATUS		
	53		52	E9	000C3	BLBC	STATUS, 7\$		
	55	04	AE	D0	000C6	MOVL	DATA, R5	0746	
	65	00040000	8F	D0	000CA	MOVL	#262144, (R5)		
08	AE		05	D0	000D1	MOVL	#5, ARGLST	0751	
0C	AE	70	AE	9E	000D5	MOVAB	NODE, ARGLST+4	0752	
10	AE	2C	AE	9E	000DA	MOVAB	DEVICE, ARGLST+8	0753	
14	AE	FC	AD	D0	000DF	MOVL	UNIT, ARGLST+12	0754	
18	AE		54	7D	000E4	MOVQ	R4, ARGLST+16	0755	
		08	AE	9F	000E8	PUSHAB	ARGLST	0758	
		00000000G	00	9F	000EB	PUSHAB	IO_SCAN		

00000000G	00	02	FB	000F1	CALLS	#2, SYSSCMKRN	:	
	52	50	DO	000F8	MOVL	R0, STATUS	:	
	1F	52	EB	000FB	BLBS	STATUS, 8\$:	0759
	0C	52	D1	000FE	CMPL	STATUS, #12	:	0762
		16	12	00101	BNEQ	7\$:	
		7E	D4	00103	CLRL	-(SP)	:	0763
	7E	00	7D	00105	MOVQ	KERNEL_ACCVIO+8, -(SP)	:	
	7E	00	7D	0010C	MOVQ	KERNEL_ACCVIO, -(SP)	:	
		52	DD	00113	PUSHL	STATUS	:	
	66	06	FB	00115	CALLS	#6, LIB\$SIGNAL	:	
			04	00118	RET		:	
		52	DD	00119	PUSHL	STATUS	:	0764
		76	11	0011B	BRB	20\$:	
		55	DD	0011D	PUSHL	R5	:	0771
0000V	CF	01	FB	0011F	CALLS	#1, SORT DEVICES	:	
01	A4	20	8A	00124	BICB2	#32, 1(R4)	:	0785
		53	D4	00128	CLRL	INDEX	:	0789
01	A4	08	88	0012A	BISB2	#8, 1(R4)	:	0791
	52	65	DO	0012E	MOVL	(R5), SCRATCH	:	0792
		28	13	00131	BEQL	14\$:	0793
0000'CF43		78	A2	91	00133	CMPB	120(SCRATCH), DEVICE_TABLE[INDEX]	0795
			1A	12	0013A	BNEQ	13\$	
OD	64		01	E1	0013C	BBC	#1, (R4), 11\$	0798
	50	0000'CF43	DO	00140	MOVL	ROUTINE_TABLE[INDEX], R0	:	0799
			14	BB	00146	PUSHR	#*M<R2,R4>	
	60		02	FB	00148	CALLS	#2, (R0)	
			05	11	0014B	BRB	12\$	
			14	BB	0014D	PUSHR	#*M<R2,R4>	0800
	67		02	FB	0014F	CALLS	#2, DISPLAY BRIEF	
04	A2		01	88	00152	BISB2	#1, 4(SCRATCH)	0801
	52		62	DO	00156	MOVL	(SCRATCH), SCRATCH	0803
			D6	11	00159	BRB	10\$	0793
CB	53		04	F3	0015B	AOBLEQ	#4, INDEX, 9\$	0789
	01		08	88	0015F	BISB2	#8, 1(R4)	0810
	52		65	DO	00163	MOVL	(R5), SCRATCH	0811
			21	13	00166	BEQL	19\$	0812
	18	04	A2	E8	00168	BLBS	4(SCRATCH), 18\$	0814
OB	64		01	E1	0016C	BBC	#1, (R4), 16\$	0817
			14	BB	00170	PUSHR	#*M<R2,R	0818
00000000G	00		02	FB	00172	CALLS	#2, DISPLAY_GENERAL	
			05	11	00179	BRB	17\$	
			14	BB	0017B	PUSHR	#*M<R2,R4>	0819
	67		02	FB	0017D	CALLS	#2, DISPLAY BRIEF	
04	A2		01	88	00180	BISB2	#1, 4(SCRATCH)	0820
	52		62	DO	00184	MOVL	(SCRATCH), SCRATCH	0822
			DD	11	00187	BRB	15\$	0812
09	01		05	E0	00189	BBS	#5, 1(R4), 21\$	0829
	7E	0908	8F	3C	0018E	MOVZWL	#2312, -(SP)	0831
	66		01	FB	00193	CALLS	#1, LIB\$SIGNAL	
				04	00196	RET		
OE	64		01	E1	00197	BBC	#1, (R4), 22\$	0833
		04	AC	9F	0019B	PUSHAB	FLAGS	0835
		0000'	CF	9F	0019E	PUSHAB	P.AAS	
00000000G	00		02	FB	001A2	CALLS	#2, SHOW\$WRITE_LINE	
			04	001A9	22\$:	RET	:	0838

; Routine Size: 426 bytes, Routine Base: \$CODE\$ + 00B9

SHODEV
V04-000

B 7
16-Sep-1984 01:32:33
14-Sep-1984 12:09:25

VAX-11 Bliss-32 V4.0-742
[CLIUTL.SRC]SHODEV.B32;1

Page 17
(8)


```

459 0839 1 ROUTINE sort_devices (data : REF VECTOR [, LONG]) : NOVALUE =
460 0840 2 BEGIN
461 0841
462 0842 ---
463 0843
464 0844 This routine links the scratch areas into a sorted list. The sort key is
465 0845 the device name. A special key field is used, since if the device name
466 0846 per se were to be used we would see DUA10: before DUA2:.
467 0847 ---
468 0848
469 0849
470 0850 LOCAL
471 0851 scratch : REF $BLOCK,
472 0852 len;
473 0853
474 0854 data[0] = 0;
475 0855 scratch = data[1];
476 0856 WHILE .scratch[d_t_device] NEQ 0 DO
477 0857 BEGIN
478 0858 BIND
479 0859 dev = scratch[d_t_device] : VECTOR [, BYTE];
480 0860 len = .scratch[d_b_devlen]-1;
481 0861 DECR i FROM (.len-1) TO 0
482 0862 DO
483 0863 BEGIN
484 0864 IF .dev[i] GTR %C'9' OR .dev[i] LSS %C'0'
485 0865 THEN EXITLOOP;
486 0866 len = .len - 1;
487 0867 END;
488 0868 CHSMOVE(.len, dev, scratch[d_t_sort_name]);
489 0869 insert_device(.scratch, data[0]);
490 0870 IF .scratch[d_b_devclass] EQLU dc$ journal
491 0871 THEN scratch = .scratch + d_k_length;
492 0872 scratch = .scratch + d_k_length;
493 0873 END;
494 0874
495 0875 RETURN;
496 0876 1 END;
```

! Address of current entry in scratch area
! Length of device name
! Use the first longword as the list head
! Point to start of scratch area
! Go thru all the devices (name[0,0,8,0] = 0 marks the end)
! Get the total length without the colon
! Adjust length for 0:n-1 index and scan backwards
! through the string, looking for the last
! non-digit in the string. This trims the unit number.
! Non-digit, done with this one
! Found a digit, shorten the string
! Move the node/controller to the sort field
! Insert it in the list
! Skip over the journal device
! Get the next device.

00FC 0000 SORT_DEVICES:				Save R2,R3,R4,R5,R6,R7		
		04	BC D4 00002	WORD	@DATA	0839
		04	04 C1 00005	CLRL		0854
57	04	AC	08 A7 95 0000A 1\$:	ADDL3	#4, DATA, SCRATCH	0855
			3F 13 0000D	TSTB	8(SCRATCH)	0856
	56	06	A7 9A 0000F	BEQL	6\$	
	50		76 9E 00013	MOVZBL	6(SCRATCH), LEN	0860
			10 11 00016	MOVAB	-(LEN), I	0861
	39	08	A740 91 00018 2\$:	BRB	3\$	
			0C 1A 0001D	CMPB	8(SCRATCH)[I], #57	0864
	30	08	A740 91 0001F	BGTRU	4\$	
			05 1F 00024	CMPB	8(SCRATCH)[I], #48	
			56 D7 00026	BLSSU	4\$	
				DECL	LEN	0866

SHODEV
V04-000

D 7
16-Sep-1984 01:32:33
14-Sep-1984 12:09:25

VAX-11 Bliss-32 V4.0-742
[CLIUTL.SRC]SHODEV.B32;1

Page 19
(9)

44	A7	08	ED A7		50	F4	00028	3\$:	SOBGEQ	1, 2\$: 0861
					56	28	00028	4\$:	MOVCS	LEN, 8(SCRATCH), 68(SCRATCH)		: 0868
				04	AC	DD	00031		PUSHL	DATA		: 0869
					57	DD	00034		PUSHL	SCRATCH		: 0870
		0000V	CF		02	FB	00036		CALLS	#2, INSERT DEVICE		: 0871
		A1	8F	78	A7	91	00038		CMPB	120(SCRATCH), #161		: 0872
					05	12	00040		BNEQ	5\$: 0856
			57	0107	C7	9E	00042		MOVAB	263(R7), SCRATCH		: 0876
			57	0107	C7	9E	00047	5\$:	MOVAB	263(R7), SCRATCH		: 0876
					BC	11	0004C		BRB	1\$: 0876
					04	0004E	6\$:		RET			: 0876

; Routine Size: 79 bytes, Routine Base: \$CODE\$ + 0263

```
498 0877 1 ROUTINE insert_device (new : REF $BBLOCK, head : REF $BBLOCK) : NOVALUE =
499 0878 BEGIN
500 0879
501 0880
502 0881
503 0882 This routine inserts the input device into the list of sorted device
504 0883 scratch blocks, using the D_L_UCB field as the link.
505 0884
506 0885 Inputs:
507 0886 new - address of device to be added
508 0887
509 0888
510 0889
511 0890 LOCAL
512 0891     nxt : REF $BBLOCK,
513 0892     prv : REF $BBLOCK;
514 0893
515 0894 $ASSUME ($BYTEOFFSET(d_l_ucb), EQL, 0);
516 0895 prv = head[d_l_ucb];
517 0896 nxt = .head[d_l_ucb];
518 0897
519 0898 WHILE 1
520 0899 DO
521 0900     BEGIN
522 0901     IF .nxt EQL 0
523 0902     THEN
524 0903         BEGIN
525 0904         prv[d_l_ucb] = .new;
526 0905         new[d_l_ucb] = .nxt;
527 0906         EXITLOOP;
528 0907         END;
529 0908     IF CH$GTR(d_s_sort_name, nxt[d_t_sort_name],
530 0909             d_s_sort_name, new[d_t_sort_name])
531 0910     THEN
532 0911         BEGIN
533 0912         prv[d_l_ucb] = .new;
534 0913         new[d_l_ucb] = .nxt;
535 0914         EXITLOOP;
536 0915         END;
537 0916     prv = .nxt;
538 0917     nxt = .nxt[d_l_ucb];
539 0918     END;
540 0919
541 0920 RETURN;
542 0921 END;
```

! Pointer to next device block
! Pointer to last device block
! Only works if UCB is the first field
! Previous starts out as the head
! Next starts as the first one
! Use EXITLOOP as a structured GOTO
! At the end of the list, insert it here
! (identical blocks, compiler with combine into one)
! Point last block at this one
! Point this block at the next
! If next is greater than the new, insert it here
! Point last block at this one
! Point this block at the next
! Move to the next block

```
007C 00000 INSERT_DEVICE:
                                .WORD    Save R2,R3,R4,R5,R6
                                MOVQ      NEW, R5
                                MOVL      @HEAD, NXT
                                BEQL      2$,
44  A5      44  A4      08  13 0000A 1$: CMPC3  #16, 68(NXT), 68(R5)
                                10  29 0000C BLEQU  3$
                                09  1B 00012
```

```
: 0877
: 0909
: 0896
: 0901
: 0909
:
```


SHODEV
V04-000

F 7
16-Sep-1984 01:32:33
14-Sep-1984 12:09:25

VAX-11 Bliss-32 V4.0-742
[CLIUTL.SRC]SHODEV.B32;1

Page 21
(10)

04	66	04	AC	D0	00014	2\$:	MOVL	NEW, (PRV)
	BC		54	D0	00018		MOVL	NXT, @NEW
				04	0001C		RET	
	56		54	D0	0001D	3\$:	MOVL	NXT, PRV
	54		64	D0	00020		MOVL	(NXT), NXT
			E5	11	00023		BRB	1\$

: 0912
: 0913
: 0911
: 0916
: 0917
: 0898

; Routine Size: 37 bytes, Routine Base: \$CODE\$ + 02B2

```
544 0922 1 ROUTINE parse_device (device_desc, node, device, unit, flags) =
545 0923 BEGIN
546 0924
547 0925 ---
548 0926
549 0927 This routine takes the device specified in DEVICE_DESC and returns
550 0928 a device string and a unit number. The method used is to first translate
551 0929 the passed string up to 10 times, and then to parse the final, resultant
552 0930 string, breaking it into a unit number (possibly) and a DDB part.
553 0931
554 0932 Inputs
555 0933     DEVICE_DESC - address of a descriptor holding the actual string specified
556 0934
557 0935 Outputs
558 0936     NODE - address of ASCII to hold the node name or allocation class
559 0937     DEVICE - address of ASCII string to hold the DDB name
560 0938     UNIT - address of a longword to hold the unit number
561 0939
562 0940 ---
563 0941
564 0942 MAP
565 0943     node : REF VECTOR[.BYTE],
566 0944     device : REF VECTOR[.BYTE],
567 0945     flags : REF $BLOCK,
568 0946     device_desc : REF $BLOCK;
569 0947
570 0948 LOCAL
571 0949     status,
572 0950     exp,
573 0951     ptr,
574 0952     temp,
575 0953     temp_unit,
576 0954     in_desc : VECTOR[2],
577 0955     out_desc : VECTOR[2],
578 0956     in_buff : VECTOR[log$C_namlength, .BYTE],
579 0957     out_buff : VECTOR[log$C_namlength, .BYTE];
580 0958
581 0959
582 0960
583 0961 Transfer the initial string to IN_DESC, and set up the descriptors for the
584 0962 iterative translations.
585 0963
586 0964 in_desc[0] = .device_desc[dsc$w_length];           ! Use passed length
587 0965 in_desc[1] = in_buff;                             ! point to local buffer
588 0966 out_desc[0] = log$C_namlength;                     ! Set up the result descriptor
589 0967 out_desc[1] = out_buff;                             ! to be max size
590 0968 CH$MOVE(.device_desc[dsc$w_length],                ! Move original string to
591 0969         .device_desc[dsc$a_pointer],                ! the local buffer.
592 0970         in_buff);
593 0971
594 0972
595 0973 Transfer the device name, up to 10 times.
596 0974
597 0975 INCR index FROM 1 TO 10 DO
598 0976 BEGIN
599 0977     ptr = CH$FIND CH(.in_desc[0], .in_desc[1], ':');
600 0978 IF NOT CH$FAIL(.ptr)
```



```
601 0979 THEN in_desc[0] = .ptr - .in_desc[1]; ! Get rid of colons +...
602 0980
603 0981 status = $TRNLOG(LOGNAM = in_desc, ! Try to translate
604 0982 RSLBUF = out_desc,
605 0983 RSLLEN = out_desc);
606 0984
607 0985 IF NOT .status ! If an error, then exit
608 0986 THEN RETURN .status;
609 0987
610 0988 temp = 0; ! Before continuing with the
611 0989 IF CH$RCHAR(.out_desc[1]) EQL 'X'1B' translation, see if this is
612 0990 AND CH$RCHAR(.out_desc[1] + 1) EQL 0 a process-permanent file.
613 0991 AND .out_desc[0] = 4 GTR 0 If so, then strip the first
614 0992 THEN temp = 4 four bytes (PPF info).
615 0993 ELSE IF CH$RCHAR(.out_desc[1]) EQL '_' ! Also check and remove one or
616 0994 THEN ! two underscores.
617 0995 BEGIN
618 0996 temp = 1;
619 0997 IF CH$RCHAR(.out_desc[1] + 1) EQL '_'
620 0998 THEN temp = 2;
621 0999 END;
622 1000 IF .temp NEQ 0 ! If there were any characters
623 1001 THEN ! to remove, then do so now.
624 1002 BEGIN
625 1003 CH$MOVE(.out_desc[0] - .temp,
626 1004 .out_desc[1] + .temp,
627 1005 .out_desc[1]);
628 1006 out_desc[0] = .out_desc[0] - .temp;
629 1007 END;
630 1008
631 1009 ptr = .in_desc[1]; ! Rearrange the pointers
632 1010 in_desc[0] = .out_desc[0]; ! so that we continue to
633 1011 in_desc[1] = .out_desc[1]; ! translate.
634 1012 IF .status EQL $$$_NOTRAN ! If no more translation,
635 1013 THEN EXITLOOP; ! then go parse the string
636 1014 out_desc[0] = log$C_namlength;
637 1015 out_desc[1] = .ptr;
638 1016 END;
639 1017
640 1018 ! See if there is an SCS nodename or an allocation class on the front of the name.
641 1019 ! If an SCS nodename, remove it and place the SCS node into NODE as an ASCII string.
642 1020 ! If an allocation class, remove it and place it in NODE[1:4] as an integer, and
643 1021 ! set a flag so that we will know that it is an integer.
644 1022
645 1023 temp = CH$FIND_CH(.in_desc[0], .in_desc[1], '$');
646 1024 IF NOT CH$FAIL?.temp) ! If there is an SCS node,
647 1025 THEN
648 1026 BEGIN
649 1027 IF .temp EQL .in_desc[1] ! Leading '$' should be an allocation name
650 1028 THEN
651 1029 BEGIN
652 1030 LOCAL
653 1031 alld : VECTOR [2, LONG]; ! Descriptor for allocation class string
654 1032 in_desc[0] = .in_desc[0] - 1; ! Remove the first '$' from the front
655 1033 in_desc[1] = .in_desc[1] + 1;
656 1034 temp = CH$FIND_CH(.in_desc[0], ! Find the second '$' in the name, the one
657 1035 .in_desc[1], '$'); ! that separates allocation class from device
```

```
658 1036 4 IF CH$FAIL(.temp) ! If there is a '$' on the front, we'd better have
659 1037 4 THEN RETURN S$$_IVDEVNAM; ! another one
660 1038 4 alld[0] = .temp - .in_desc[1]; ! Calculate length of allocation class
661 1039 4 alld[1] = .in_desc[1]; ! And fill in the address
662 1040 4 IF NOT OTSS$CVT-T1 L (alld, node[0]) ! Convert to an integer and store in node
663 1041 4 THEN RETURN S$$_IVDEVNAM; ! Couldn't convert it, can't be valid
664 1042 4 flags[devi$y_al[ocls]] = 1; ! Let them know it is an allocation class name
665 1043 4 in_desc[0] = .in_desc[0] - .alld[0] - 1; ! Calculate new length and
666 1044 4 in_desc[1] = .in_desc[1] + .alld[0] + 1; ! new position of string
667 1045 4 END
668 1046 3 ELSE
669 1047 4 BEGIN
670 1048 4 node[0] = .temp - .in_desc[1]; ! Calculate NODE count
671 1049 4 CH$MOVE(.node[0], ! Put the node in NODE,
672 1050 4 .in_desc[1], ! without the '$'
673 1051 4 node[1]);
674 1052 4 in_desc[0] = .in_desc[0] - .node[0] - 1; ! Calculate new length and
675 1053 4 in_desc[1] = .in_desc[1] + .node[0] + 1; ! new position of string
676 1054 4 END;
677 1055 4 END;
678 1056 2
679 1057 2
680 1058 2 ! At this point we should have a physical device name, or else some fragment
681 1059 2 of a device name. This fragment needs to be parsed into a unit number and
682 1060 2 a device type. The simplest approach to take is to go backward, from the
683 1061 2 end of the string, and locate the first non-numerical character.
684 1062 2
685 1063 2 IF .in_desc[0] EQL 0 ! If no more, then
686 1064 2 THEN RETURN 1; ! stop now.
687 1065 2
688 1066 2 exp = 1;
689 1067 2 temp = -1;
690 1068 2 temp_unit = 0;
691 1069 2 DECR index FROM .in_desc[0] - 1 TO 0 DO
692 1070 2 BEGIN
693 1071 2 LOCAL
694 1072 2 char : BYTE; ! Temp character
695 1073 2
696 1074 2 char = CH$RCHAR(.in_desc[1] + .index); ! Get a character
697 1075 2 IF .char GTR '9' ! See if it's a number
698 1076 2 OR .char LSS '0'
699 1077 2 THEN (temp = .index; EXITLOOP) ! If not, then exit
700 1078 2 ELSE ! If a number, add it
701 1079 2 BEGIN ! in to the unit number
702 1080 2 temp_unit = .temp_unit + ((.char - '0') * .exp);
703 1081 2 exp = .exp * 10;
704 1082 2 END;
705 1083 2 END;
706 1084 2
707 1085 2 IF .temp EQL -1 ! If nothing but numbers,
708 1086 2 THEN RETURN S$$_IVDEVNAM; ! return invalid device name.
709 1087 2
710 1088 2 !
711 1089 2 ! TEMP points to the character just before the unit number. Copy
712 1090 2 the string up to TEMP to the ASCII string, DEVICE.
713 1091 2
714 1092 2 CH$MOVE(.temp + 1, ! Copy the device part
```



```

: 715      1093      2      .in_desc[1],
: 716      1094      2      device[1]);
: 717      1095      2      device[0] = .temp + 1;
: 718      1096      2
: 719      1097      2
: 720      1098      2      If TEMP is not positioned at the last character of the string,
: 721      1099      2      then there is a unit number to get.
: 722      1100      2
: 723      1101      2      IF .temp+1 LSS .in_desc[0]
: 724      1102      2      THEN .unit = .temp_unit;
: 725      1103      2
: 726      1104      2      RETURN 1;
: 727      1105      1      END;
```

```

: of the translated name
: to DEVICE
: and put in the count
```

.EXTRN SYS\$TRNLOG

03FC 00000 PARSE_DEVICE:

		5E	FF68	CE	9E	00002		.WORD	Save R2,R3,R4,R5,R6,R7,R8,R9	0922
		50	04	AC	D0	00007		MOVAB	-152(SP), SP	
				60	3C	0000B		MOVL	DEVICE_DESC, R0	0964
	F8	AD	48	AE	9E	0000F		MOVZWL	(R0), IN_DESC	
	FC	AD	40	8F	9A	00014		MOVAB	IN_BUFF, IN_DESC+4	0965
	F0	AD	40	8F	9A	00014		MOVZBL	#6, OUT_DESC	0966
	F4	AD	08	AE	9E	00019		MOVAB	OUT_BUFF, OUT_DESC+4	0967
48	AE	04	B0	60	28	0001E		MOVZBL	(R0), @4(R0), IN_BUFF	0968
		58		01	D0	00024		MOVL	#1, INDEX	0975
FC	BD	F8	AD	3A	3A	00027	1\$:	LOCC	#58, IN_DESC, @IN_DESC+4	0977
				02	12	0002D		BNEQ	2\$	
		56		51	D4	0002F		CLRL	R1	
				51	D0	00031	2\$:	MOVL	R1, PTR	
				06	13	00034		BEQL	3\$	0978
F8	AD	56	FC	AD	C3	00036		SUBL3	IN_DESC+4, PTR, IN_DESC	0979
				7E	7C	0003C	3\$:	CLRL	-(SP)	0983
				7E	D4	0003E		CLRL	-(SP)	
			F0	AD	9F	00040		PUSHAB	OUT_DESC	
			F0	AD	9F	00043		PUSHAB	OUT_DESC	
			F8	AD	9F	00046		PUSHAB	IN_DESC	
	00000000G	00		06	FB	00049		CALLS	#6, SYS\$TRNLOG	
		59		50	D0	00050		MOVL	R0, STATUS	
		04		59	E8	00053		BLBS	STATUS, 4\$	0984
		50		59	D0	00056		MOVL	STATUS, R0	0985
				04	00059			RET		
		50	F4	AD	D0	0005C	4\$:	CLRL	TEMP	0987
		1B		60	91	00060		MOVL	OUT_DESC+4, R0	0988
				10	12	00063		CMPB	(R0), #27	
			01	A0	95	00065		BNEQ	5\$	
				0B	12	00068		TSTB	1(R0)	0989
		04	F0	AD	D1	0006A		BNEQ	5\$	
		57		05	15	0006E		CMPB	OUT_DESC, #4	0990
				04	D0	00070		BLEQ	5\$	
				13	11	00073		MOVL	#4, TEMP	0991
	SF	8F		60	91	00075	5\$:	BRB	6\$	
		57		0D	12	00079		CMPB	(R0), #95	0992
				01	D0	0007B		BNEQ	6\$	
								MOVL	#1, TEMP	0995

5F	8F	01	A0	91	0007E	CMPB	1(R0), #95	0996
			03	12	00083	BNEQ	6\$	
	57		02	D0	00085	MOVL	#2, TEMP	0997
			57	D5	00088	TSTL	TEMP	0999
			0E	13	0008A	BEQL	7\$	
51	F0	AD	57	C3	0008C	SUBL3	TEMP, OUT_DESC, R1	1002
60		6740	51	28	00091	MOVC3	R1, (TEMP[R0], (R0)	1004
	F0	AD	57	C2	00096	SUBL2	TEMP, OUT_DESC	1005
	F8	AD	AD	D0	0009A	MOVL	IN_DESC+4, PTR	1008
	00000629	8F	FC	AD	7D	MOVQ	OUT_DESC, IN_DESC	1009
			F0	59	D1	CMPL	STATUS, #1577	1011
				0F	13	BEQL	8\$	
	F0	AD	40	8F	9A	MOVZBL	#64, OUT_DESC	1013
	F4	AD		56	D0	MOVL	PTR, OUT_DESC+4	1014
FF6C		01		0A	F1	ACBL	#10, #1, INDEX, 1\$	0975
	FC	BD		24	3A	LOCC	#36, IN_DESC, @IN_DESC+4	1023
	F8	AD		02	12	BNEQ	9\$	
		57		51	D4	CLRL	R1	
				51	D0	MOVL	R1, TEMP	
		56		7B	13	BEQL	15\$	1024
	FC	AD	08	AC	D0	MOVL	NODE, R6	1040
				57	D1	CMPL	TEMP, IN_DESC+4	1027
				4A	12	BNEQ	13\$	
			F8	AD	D7	DECL	IN_DESC	1032
			FC	AD	D6	INCL	IN_DESC+4	1033
	FC	BD		24	3A	LOCC	#36, IN_DESC, @IN_DESC+4	1034
	F8	AD		02	12	BNEQ	10\$	
		57		51	D4	CLRL	R1	
				51	D0	MOVL	R1, TEMP	
				03	12	BNEQ	12\$	1036
	6E	57		009B	31	BRW	21\$	
			FC	AD	C3	SUBL3	IN_DESC+4, TEMP, ALLD	1038
		04	FC	AD	D0	MOVL	IN_DESC+4, ALLD+4	1039
				56	DD	PUSHL	R6	1040
	00000000G	00	04	AE	9F	PUSHAB	ALLD	
		E4		02	FB	CALLS	#2, OTSSCVT_TI_L	
		50		50	E9	BLBC	R0, 11\$	
			14	AC	D0	MOVL	FLAGS, R0	1042
		01		10	88	BISB2	#16, 1(R0)	
50	F8	AD		6E	C3	SUBL3	ALLD, IN_DESC, R0	1043
	F8	AD	FF	A0	9E	MOVAB	-1(R0), IN_DESC	
50	FC	AD		6E	C1	ADDL3	ALLD, IN_DESC+4, R0	1044
		57		22	11	BRB	14\$	
66			FC	AD	83	SUBB3	IN_DESC+4, TEMP, (R6)	1048
		50		66	9A	MOVZBL	(R6), R0	1049
01	A6	FC		50	28	MOVC3	R0, @IN_DESC+4, 1(R6)	1051
		50		66	9A	MOVZBL	(R6), R0	1052
		AD		50	C3	SUBL3	R0, IN_DESC, R0	
	F8	AD	FF	A0	9E	MOVAB	-1(R0), IN_DESC	
	F8	AD		66	9A	MOVZBL	(R6), R0	1053
		50		AD	C0	ADDL2	IN_DESC+4, R0	
	FC	AD	FC	A0	9E	MOVAB	1(R0), IN_DESC+4	
		58		AD	D0	MOVL	IN_DESC, R8	1063
			F8	5A	13	BEQL	23\$	
		52		01	D0	MOVL	#1, EXP	1066
		57		01	CE	MNEGL	#1, TEMP	1067
				59	D4	CLRL	TEMP_UNIT	1068

50		58	D0	00153	MOVL	R8, INDEX	: 1074
		23	11	00156	BRB	19\$: 1075
51	FC	BD	40	90	00158	16\$: MOVB	@IN_DESC+4[INDEX], CHAR
39		51	91	0015D	CMPB	CHAR, #57	: 1076
		05	1A	00160	BGTRU	17\$: 1077
30		51	91	00162	CMPB	CHAR, #48	: 1080
		05	1E	00165	BGEQU	18\$: 1081
57		50	D0	00167	17\$: MOVL	INDEX, TEMP	: 1085
		12	11	0016A	BRB	20\$: 1086
51		51	9A	0016C	18\$: MOVZBL	CHAR, R1	: 1092
51		30	C2	0016F	SUBL2	#48, R1	: 1094
51		52	C4	00172	MULL2	EXP, R1	: 1095
59		51	C0	00175	ADDL2	R1, TEMP_UNIT	: 1101
52		0A	C4	00178	MULL2	#10, EXP	: 1102
DA	FFFFFFF	50	F4	0017B	19\$: SOBGEQ	INDEX, 16\$: 1104
8F		57	D1	0017E	20\$: CMPL	TEMP, #-1	: 1105
		06	12	00185	BNEQ	22\$: 1086
50		8F	3C	00187	21\$: MOVZWL	#324, R0	: 1092
			04	0018C	RET		: 1094
		57	D6	0018D	22\$: INCL	R7	: 1095
		AC	D0	0018F	MOVL	DEVICE, R6	: 1101
01	A6	FC	BD	57	28	00193	MOV3
			57	90	00199	MOVB	R7, @IN_DESC+4, 1(R6)
			57	D1	0019C	CMPL	R7, R8
			04	18	0019F	BGEQ	23\$
		10	BC	59	D0	001A1	MOVL
			50	01	D0	001A5	23\$: MOVL
				04	001A8	RET	#1, R0

; Routine Size: 425 bytes, Routine Base: \$CODE\$ + 02D7

SHODEV
V04-000

M 7
16-Sep-1984 01:32:33
14-Sep-1984 12:09:25

VAX-11 Bliss-32 V4.0-742
[CLIUTL.SRC]SHODEV.B32;1

Page 28
(12)

: 729 1106 1 END
: 730 1107 0 ELUDOM

.EXTRN LIB\$SIGNAL

PSECT SUMMARY

Name	Bytes	Attributes
\$OWNS	28	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)
\$PLITS	156	NOVEC, NOWRT, RD, NOEXE, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)
\$CODES	1152	NOVEC, NOWRT, RD, EXE, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	37	0	1000	00:01.7

COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS\$:SHODEV/OBJ=OBJ\$:SHODEV MSRC\$:SHODEV/UPDATE=(ENHS\$:SHODEV)

: Size: 1152 code + 184 data bytes
: Run Time: 00:33.4
: Elapsed Time: 01:42.9
: Lines/CPU Min: 1989
: Lexemes/CPU-Min: 44590
: Memory Used: 210 pages
: Compilation Complete

0055 AH-BT13A-SE
VAX/VMS V4.0

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